MSHX

Marvel Super Heroes
Expert Edition

MSH Encyclopedia

Vol III – Buildings and Locations

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Introduction

This section covers generic buildings, specific buildings in the Marvel Universe, and room packages.

MSH Encyclopedia Vol III: Buildings and Locations

Editor: Matt Thomason

Maps provided by Keith Kilburn

Interior Decoration pictures from

- Dulux website (www.dulux.co.uk)
- Friends of Great Ormond Street Library (http://www.ich.ucl.ac.uk/library)
- Library of Congress (www.loc.gov)
- Metropolitan Police (www.met.police.uk)
- Nissan Fleet Department (www.nissanfleet.com)

Other Dimensions: Keith Kilburn

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The Marvel Universe

What makes the Marvel Universe, and the Earth of the Marvel Universe, so special?

First, there was a visit in mankind's dim past by a powerful space-god race known as the Celestials. The Celestials took primitive man and created two related races, Eternals and Deviants. The Celestials also put a half-twist in one of the genes of Marvel Universe humanity as well, giving mankind the potential to mutate in a positive manner under increased ambient radioactivity. The slight rise in background radioactivity since the war accounts for the ever-growing number of Mutants that are popping up in the Marvel Universe, as well as the genetic potential that converted Bruce Banner into the Hulk and created the Fantastic Four. It may be speculated that the Celestials are unique to Marvel-Earth's dimension, and similar dimensions, such as that of the Squadron Supreme. evolved a far fewer number of heroes as a result.

Second, Marvel Earth is the home of more than the human race. In addition to Eternals and Deviants. there are the Kree-spawned Inhumans and the aquatic people of Atlantis.

Third. Marvel Earth is aligned with the Cosmic Axis, a great wheel of inter-dimensional power that makes Earth critical to other-dimensional beings, including Asgard, Olympus. Limbo, and Mephisto's realm, and the Dark Dimension of our own.

Lastly, Marvel Earth is located neat a prominent natural warp nexus-point, a gap into hyperspace that makes it easy to travel between the stars. This warp nexus-point is used by the Shi'ar, Skrulls, and Kree, bringing them into interactions with the natives of Marvel Earth.

For these reasons, Marvel Earth is the place to be for a heroic campaign. It has a rich background and the potential for a great number of super-powered heroes and foes.

The Marvel Universe is a rich tapestry with a history that encompasses 25 years of hundreds of comic-titles, and finds its roots in the Captain America comics of WWII. If you are new to this universe, here are a few things that will help you. The Marvel Saga is a concise history of the Marvel Universe. The Official Handbook of the Marvel Universe is an encyclopedic catalogue of major characters. The Marvel Indexes are a Summary of "what has gone before" in the major titles of the Marvel Universe, an issue-by-issue summary of the plots of such luminaries as Spider-Man and the Fantastic Four. Finally, there are the Marvel Comics themselves -- the Marvel Universe is a continually growing entity. filled with new ideas and adventures as the heroes develop and grow.

In addition to these official products, the MSHX project includes the MSH Encyclopedia (MXE) product line, which catalogs as many characters, locations, items, powers, and just about anything else we can think of.

Generic Buildings

Headquarters Chart

Type	Cost	Size	Material
1 BR Apartment	Fe/Ex	Small	Gd
2 BR Apartment	Pr/Ex	Small	Gd
3 BR Apartment	Gd/Rm	Small	Gd
Garage (1 area)	Fe/Ty	Small	Ty
Cottage (2 rooms)	Pr/Gd	Small	Pr
Small House (4 room)	Ty/Ex	Small	Ty
Medium House (8 room)	Ty/Rm	Mid-sized	Ty
Large House (12 room)	Ex/In	Mid-sized	Gd
Small Manor (18 room)	Rm/Am	Large	Ex
Large Manor (24 room)	In/Mn	Deluxe	Ex
Mansion (30+ room)	Am/Mn	Deluxe	Ex
Office (3 room)	Gd/Rm	Mid-sized	Ex
Storefront (4 room)	Ty/Rm	Small	Gd
Office Suite (6 room)	Ex/In	Mid-sized	Ex
Office Floor (12 room)	Rm/Am	Mid-sized	Ex
2 Office Floors (24 room)	In/Mn	Large	Ex
Brownstone	Ex/Rm	Mid-sized	Gd
Office Building, 4 floors	Rm/Am	Large	Ex
Office Building, 8 floors	In/Mn	Deluxe	Rm
Office Building, 12 floors	Am/Un	Deluxe	Rm
Office Building, 20 floors	Mn/ShX	Deluxe	Rm
Office Building, 30+ floors	Un/ShZ	Deluxe	Rm
Small Warehouse	Ty/Rm	Mid-sized	Ty
Medium Warehouse	Gd/In	Large	Ty
Large Warehouse	Ex/Am	Deluxe	Gd
Small Factory	Gd/In	Mid-sized	Rm
Medium Factory	Ex/Am	Large	Rm
Large Factory	Rm/Mn	Deluxe	In

Room Packages

A building without content is about as useful as a gun without bullets. However, we don't really want to turn half of the game into the ideal home exhibition while the heroes work out what color toaster they want in the kitchen. Therefore, we've gathered together a number of standard 'packages'. A hero or team may pick up a standard package, or modify what is available to suit his needs.

Each package lists its cost, the amount of space (either in rooms or areas) it would take up, and what is found in that package.

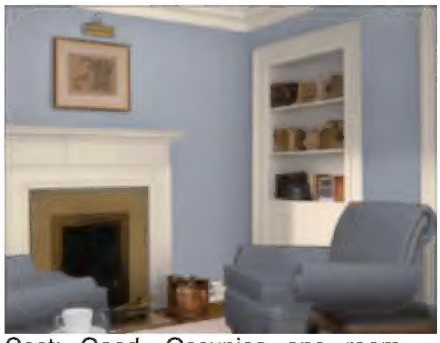
Optional Rule:

A hero operating out of a one-bedroom apartment is going to be pretty limited on the amount of equipment they can have at home if they use these rules. The judge should use common sense to decide which packages can reasonably be combined in a single area. For example, a 'living room/ communications room' combo isn't out of the question (You know the sort of thing I mean – bookcase flips around to reveal monitor. Keyboard rises out of a footstool, etc.) The cost will normally just be equal to buying both types of room, with perhaps a little D.I.Y. work by the hero.

Costs are for a fairly nice selection of material. The heroes may acquire something less expensive and/or reliable (in the case of a living room, the furniture doesn't match -in the case of a second-hand danger room, it goes berserk more often than usual), at -1CS of price. Very high quality packages (a Library Package stocked with first editions) may be + 1CS or + 2CS. Equipment may also be picked up by pieces, and for certain types of equipment this is the only way of acquiring it.

Rented, furnished places often have their own packages installed. This is included in the rent, though the hero is responsible for their replacement in case of damage or theft.

Living Room Package

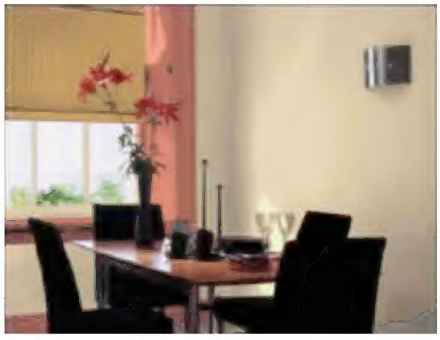


Cost: Good. Occupies one room. Consists of sofa, two easy chairs, two end tables, coffee tables, two lamps (ceiling table or floor).

At Excellent Cost add television, stereo set-up, or piano.

At Remarkable Cost add all three.

Dining Room Package

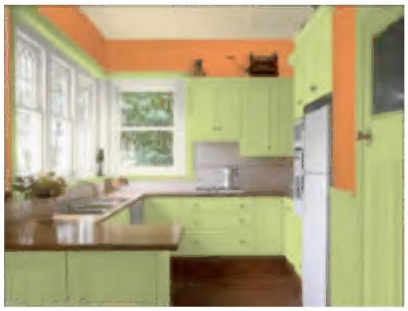


Cost: Good. Occupies one room. Consists of table, four chairs, ceiling lamp.

Excellent Cost add large table, bureau and four more chairs.

Remarkable Cost add china cabinet, set of good china and sterling tableware.

Kitchen Package

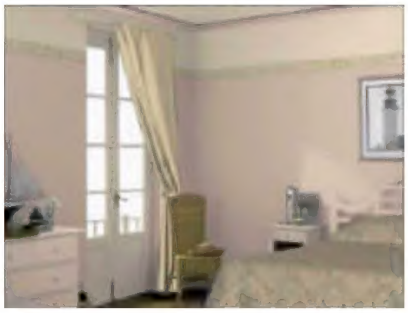


Cost: Good. Occupies one room. Consists of sink, stove (gas or electric), four cabinets, dishware and stainless tableware, counterspace. This version is standard equipment with most residential housing.

At Excellent Cost add refrigerator, dishwasher, or microwave, plus a fire extinguisher.

At Remarkable Cost add all three and freezer.

Bedroom Package

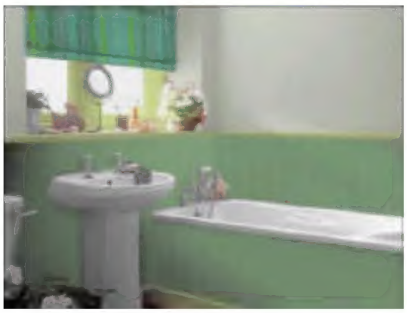


Cost: Good. Occupies one room. Consists of single bed, wooden chair, corner table, table lamp, and either a dresser or wardrobe.

Excellent Cost includes dresser and wardrobe, changes single to double bed, changes the wooden chair for a comfortable chair, and adds a TV or stereo.

Remarkable Cost includes TV and stereo, a second chair, a second wardrobe, plus a couple of framed prints to hang on the wall.

Bathroom Package



Cost: Free (included in most standard dwellings). Occupies *no* areas (assume a small room not large enough to count towards building size). Consists of W.C, sink, and shower.

At Good Cost add bidet and a good-sized bathtub.

At Excellent Cost the bathtub becomes a jacuzzi.

Library Package

Cost: Excellent. Occupies one room. Consists of two easy chairs, table, desk, straight chair, and up to five bookcases on general subjects (texts readily available, and including encyclopedias, world histories, and atlases).

Remarkable Cost adds globe, microfiche or microfilm reader, computer terminal (only useful if building has computer room or is linked up to computer). Special or rare volumes, such as the Book of the Vishanti, the Necronomicon, Dungeons & Dragons Module X11, or Amazing Fantasy #15, would have to be obtained separately.

Computer Room

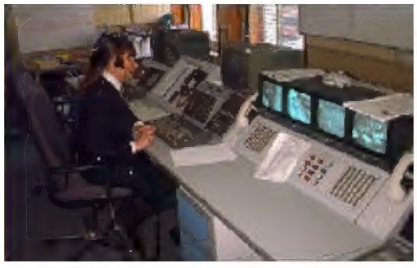
Cost Remarkable

Occupies one room. Includes computer itself and a terminal for access, or terminal and communication equipment for access to computer outside the building. This computer is capable of performing simple tasks (calculation, information retrieval, monitoring) with Excellent ability.

Incredible Cost buys a computer with this at Remarkable ability.

Computers with higher forecasting and processing abilities, such as the one running the old Baxter Building and artificial computer intelligences, are unique designs.

Communications Room



Cost: Remarkable

Occupies one room. includes chair, short-wave monitor, tap-in for computer net-works, police band.

At Incredible Cost includes national security alert equipment and visual display screens.

Crime Files Room

Cost Excellent. Occupies one room. Basically a separate computer with a specialized task at information processing and retrieval. Used by large groups to keep track of former villains and modi operandi. Performs its task with Remarkable ability. (Example: Buildings are disappearing, leaving large holes in the ground. A check with the crime files computer indicates this has been a previous tactic of the Mole Man.) Super hero groups on good terms often share their crime files. Room cost includes terminal, chairs, lights.

Workshop Package

Cost: Remarkable. Occupies one or more rooms. Basic equipment for metal and woodworking: lathes, drills, saws and fire extinguisher.

Incredible Cost includes laser guided instruments.

Amazing Cost includes all of the above and automatic processing materials (an automatic factory, in effect, for simple goods).

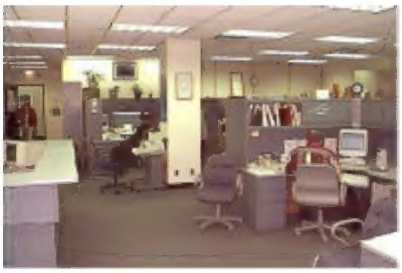
Laboratory Package

Cost: Remarkable. Occupies one or more rooms. Basic lab equipment: scales, sinks, common chemicals, microscope.

At Incredible Cost include computer capable of analysis with incredible ability, or clean room (prevent germs from escaping lab).

At Amazing Cost include both, plus poison analysis and serum dispenser (Excellent effects against known poisons only). Certain pieces, such as electron micro-probes and stellar mass detectors, may be purchased separately (in general, such items are Incredible Rank purchases).

Office Package



Cost: Good Occupies one or more rooms. Includes desk, three chairs, two lamps.

Excellent Cost doubles the material, adds file cabinet, typewriter.

At Remarkable Cost, add computer terminal, double previous material, add hanging plants, decorative art.

Recreation Room Package

Cost: Excellent. Occupies one or more rooms. Consists of unmatched sofa and easy chairs, pool table or ping pong table or TV.

Remarkable Cost contains all of above, video and/or pinball machines (hot tub is optional, only in California).

Amazing Cost has all of above plus computer-assisted holographic entertainment projector.

Gym Package

Cost: Excellent. Occupies one or more rooms. Consists of typical weight-lifting equipment, universal gym, lockers.

Remarkable Cost includes rings, even and uneven parallel ban, short horse. Incredible Cost includes separate locker and steam rooms (two additional rooms), diagnostic displays.

Amazing Cost includes boxing area, robotic opponents, and electronic-based weights capable of reaching 100 tons, and must occupy at least 3 areas.

Pool Package

Cost: Remarkable outdoors, Incredible indoors. Occupies 2 or more areas, and extends 1 floor downward. Consists of standard Olympic swimming pool, diving boards, and sun room (alternatively, sun roof which is retractable).

Danger Room

Cost: Incredible. Duplicates Remarkable Cost Gym package with additional active dangers and security systems. "Threats" may be of any general type, but no "threat" may exceed Incredible in strength, Intensity, or damage.

Amazing Cost: as Incredible, with threats increased to Amazing strength, intensity or damage. Some limited holographic illusion generation at the Excellent rank. This represents the danger room of the type originally possessed by the X-Men and now used by the Hellions. The current X-'Men danger room is a unique hybrid design using Shi'ar technology, and has holographic abilities that outshine those listed here.

Conference Room Package

Cost: Remarkable. Occupies one room. Contains material for assembling of heroes, or alternately for news conferences and presentations. Contains large table and up to 10 normal chairs, or platform, speaker, and 30 ordinary chairs.

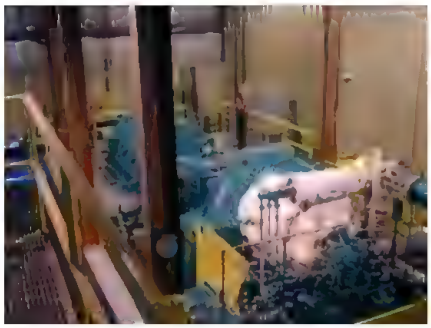
Wood paneling available at Incredible Cost.

Medical Package

Cost Remarkable. Occupies one room. Equivalent of emergency room care, no heavy equipment, standard antidotes and medication. Incredible Cost: X-ray, clean room, operating room, pathology. (Additional rooms.)

Amazing Cost: as above, plus cryogenics, Note: The Auto-doc and other life-saving devices are generally experimental on Earth. The one in the X-Men's possession is of Shi'ar hybrid technology, is one of the most powerful available, and is limited to Excellent healing ability.

Power Room



Cost: Remarkable. Occupies one room. Buildings are generally assumed to draw their power from outside sources, with the resulting danger of black-outs and power overloads. Heroes who wish a back-up source or alternate source (say, to power a Monstrous-strength ray-gun) must install their own power supply. At this level the generator purchased will provide a 12-hour supply of power.

Incredible Cost brings a 24-hour supply of power and an automatic cut-in 2 rounds after power fails.

Amazing Cost brings solar-powered cells, removing need of external power in normal situations.

Garage Package

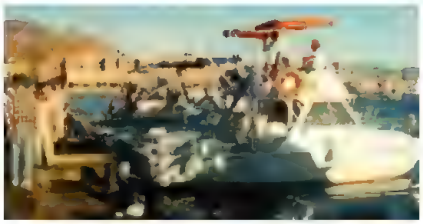
Cost: Good Occupies one room. Servicing for a single ground vehicle, including repair facilities and fire extinguisher.

Excellent Cost may service up to three ground vehicles, and Remarkable up to 12 ground vehicles.

Hangar Package

Cost: Excellent Occupies one area per vehicle using that hangar. Servicing for a single air vehicle, including repair facilities. Each different vehicle requires its own hangar package.

Dock Package



Cost: Remarkable Occupies three areas per sea or sub vehicle. Servicing for a single sea or sub vehicle, including drydock facilities. Each sea or sub vehicle requires its own dock package.

Security Packages

Cost: Good -- one Security package to a door or window. Occupies no space. Consists of hand-set burglar alarms on windows and doors, coupled with mechanical locks.

Excellent Cost: Automatic burglar alarms with computer-code or card identification system.

Remarkable Cost: automatic burglar alarms with palm-print scan, can activate defense systems. Incredible Cost: full body scan with benign identification program as to hostility. Can activate defense systems.

Defense Package

Cost: Excellent. Will protect one or more areas. Pre-set defenses consisting of entangling tentacles or nets or lasers or stun rifles, or concussive rifles or pit traps, with the maximum of Remarkable Strength or Intensity.

Remarkable Cost: defenses activated by Security package, consists of one type as above of Incredible Strength.

Incredible Cost: as above, intensities are of Amazing Strength. Multiple defense mechanisms may protect the same establishment (example, the WCA compound consists of net-filled pits, stun rifles disguised as trees, and a passive alarm system in the Security Package). Specialized defense packages may be designed.

Trophy Room Package

Cost: Excellent. Occupies one room. Contains showcase, lighting, frames to display mementos, and may be used as a reception half or gallery.

At Remarkable Cost, contains capability to handle potentially dangerous exhibits at the Incredible level.

Imprisonment Package

Cost: Excellent Occupies one room. Contains standard restraining devices, including bars of Remarkable material strength.

At Remarkable Cost, restraining devices made of Incredible Strength.

At Incredible Cost, restraining devices at Amazing Strength and Excellent Strength inhibitor restraints.

Fire Protection Package

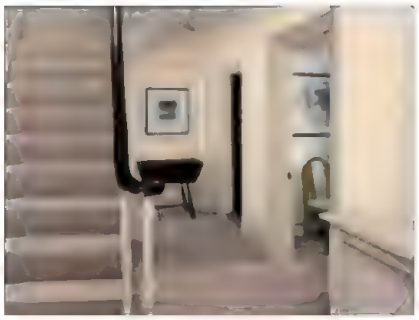
Cost: Excellent Occupies no space. Sprinkler system that may cover up to 10 rooms, provides Good protection from fire.

Remarkable Cost: foam-projectors that provide Excellent protection from fire, covers up to 10 rooms. Fire Protection Packages automatically activate on heat or smoke, and must be modified to avoid extinguishing flaming heroes.

Multiple Rooms

Different rooms of the same type must be bought separately. Players may construct a multiple number of bedrooms, according to what they can afford. Heroes may have back-up systems of the same type to take over in case of damage (example: a back-up crime file in the basement in case the one upstairs gets wiped out in a hurricane).

Porches, hallways, storage, and closets

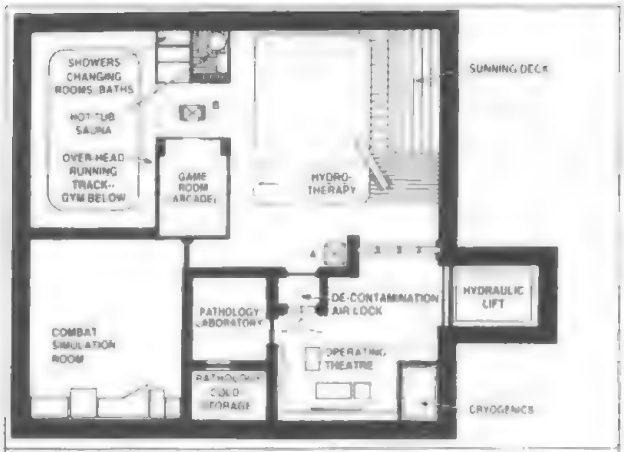


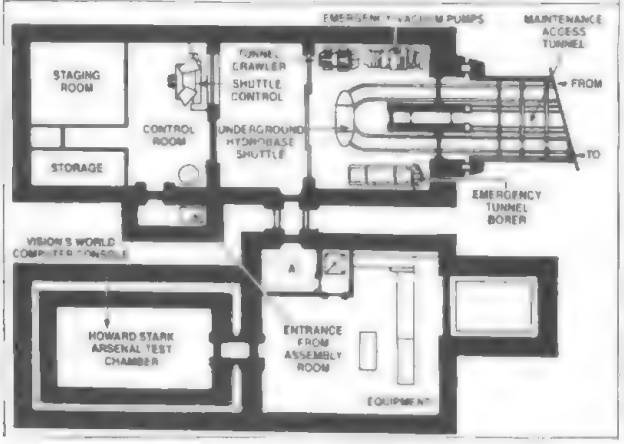
These are assumed in the cost of the building, according to its design. These rooms cost nothing, and no package exists other than what the heroes decide to stuff into the closets.

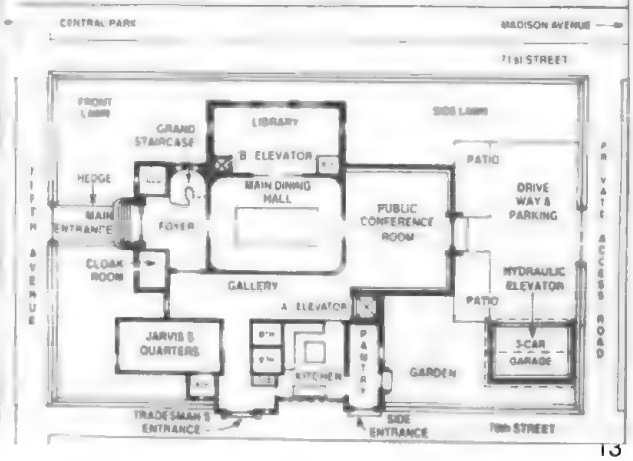
Locations

[Just headings, pictures, and unedited snippets of text for now. This needs to be expanded on later - ED]

Avengers Mansion

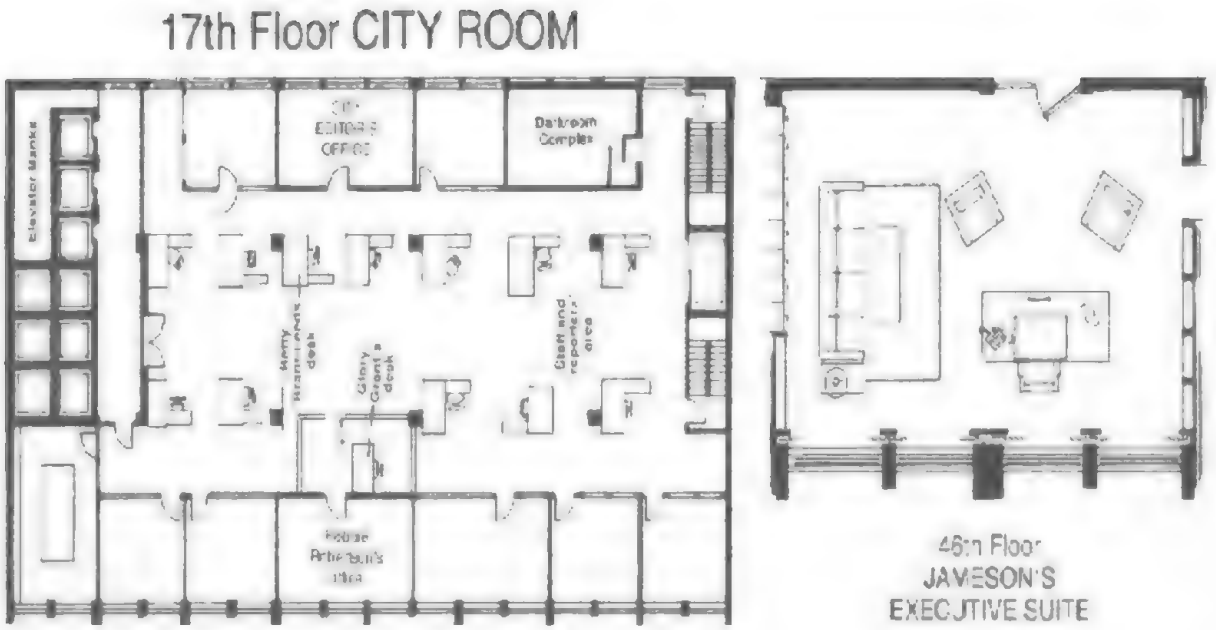




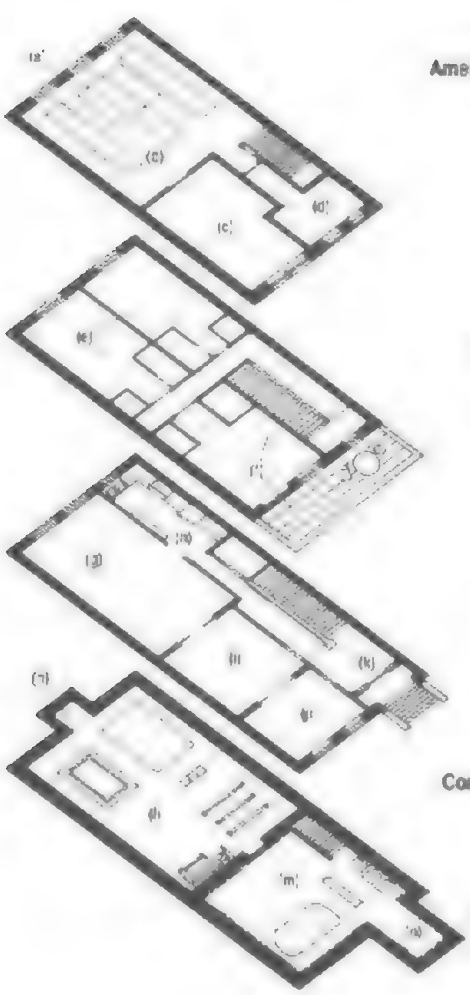


Braddock Manor

Daily Bugle Building



Daredevil's House



THIRD FLOOR
Skylight exit (a)
America's fourth largest individually-owned braille library (b)
Study (c)
Sculpture studio/retreat (d)

SECOND FLOOR
Two guest bedrooms (e)
Master bedroom and terrace (f)

FIRST FLOOR
Dining room (g)
Kitchen (h)
Parlor (i)
Private office (j)
Foyer (k)

BASEMENT
Concealed gymnasium, trampoline, stationary ring apparatus, parallel and uneven bars, weightlifting stand (l)
Laundry room, boiler (m)
Concealed ground level exits (n)

Excalibur's Lighthouse

[shouldn't be too difficult to work out from early issues of Excalibur]

Hellfire Club

[should be able to work out a lot of this from X-Men back issues]

Manhattan Pier 4

[no known plan exists, ideal opportunity to make one up]

Muir Island

[should be able to get a simple map. Need description of the research facilities]

New York City

[street map showing prominent locations]

SHIELD Helicarrier

X-Men Mansion

[interior plans required]

Other Dimensions

Alfheim

Type: Mystic Realm
Environment: Earthlike
Usual means of access: Magic
Dominant lifeform: Elves
Prominent Inhabitants: None known

Comments: Alfheim is the land of the 'bright elves," and is one of the "Nine Worlds" of Asgard (see Asgard in the main text).
First appearance: THOR #277

Alter-Earth

Type: Divergent Earth
Environment: Earthlike
Usual means of access: vibrational attunement
Dominant lifeform: Human
Prominent Inhabitants: Reed Richards, Benjamin Grimm

Comments: On this Earth, Reed Richards became the Thing and Ben Grimm gained (though he later lost) the powers of Mister Fantastic and the Human Torch.
First appeamnce: FANTASTIC FOUR #116

"Ankh" Dimension

Type: Mystic realm
Environment: Evidently Earthlike
Usual means of access: Magic
Dominant lifeform: Human (Or at least seemingly humanoid)
Prominent Inhabitants: None known
Comments:This Is a mystic realm in which the balance between good and evil is symbolized by a sacred ankh and maintained by the "Brotherhood of Order and Chaos." When the power of the ankh began to fade, the Brotherhood sent it to Earth to regain it a strength in a world of conflict. On Earth it was mistaken for the Key to the Zodiac, a talisman employed by the criminal organization Zodiac.
First appeamnce: IRON MAN #35

Asgard

Type: Mystic realm
Environment: Earthlike
Usual means of access: Magic
Dominant lifeform: The Aesir (the Norse gods)
Prominent Inhabitants: Thor Odin, Loki, other gods
Comments: Though the term "Asgard" properly refers only to the land in which the Aesir dwell, it is also used as a blanket term for the entire world inhabited by the Norse gods. Individual listings are therefore not provided for such specific locales as "Valhalla" or "Skarnheim" in this listing; such locales are considered to be part of a "greater Asgard." See Asgard in the main text.
First api:eamnce: JOURNEY INTO MYSTERY #85

"Astral" Realm of Morgan Le Fey

Type: interdimensional space
Environment: Alien
Usual means of access: Physical death or magic
Dominant lifeform: Unknown
Prominent Inhabitants: Morgan le Fey, Magnus
Comments:Contrary to certain descriptions, this realty is not the astral plane. Rather it is a realm between life and death, in which a spirit of sufficient mystic power can maintain its existence even lacking a physical form. Such matter as exists here is ethereal in nature, and can be manipulated psychically.
First appearance: AVENGERS #240

Avalon

Type: Mystic realm
Environment: Earthlike
Usual means of access:Magic
Dominant lifeform: None
Prominent Inhabitants: Amergin
Comments: Avalon, the isle Mystic, stands between the Earth and the Dark Realm of the Fomor. In the 1~h Century, a group of mystics sailed to Avalon and unwittingly opened a path for the Fomor to invade Earth. With the help of the Avengers, that path was closed, and Avalon has (presumably) remained uninhabited since that time. According to legend, King Arthur sleeps in Avalon, awaiting the time he shall rise to defend England once again.
First appearance: (glimpse) FANTASTIC FOUR #54, (actual appearance) AVENGERS #225

Badlands

Type: Mystic Realm
Environment: Structured to resemble the American southwest
Usual means of access: Magic
Dominant lifeform: None
Prominent Inhabitants: Demon-Bear
Comments: This mystic realm was fashioned by the Demon-Bear as an Idealized version of the American south- west. With the destruction of the Demon- Bear it is unclear whether or not the Badlands still exist as such.
First appearance: NEW MUTANTS #20

Bast

Type: Microworld
Environment: Formerly Earthlike, now devastated
Usual means of access:
Dominant lifeform:Humanoid
Prominent Inhabitants: Jarr and Tyrr
Comments: The microworld of Bast is a world devastated by atomic fire. The scientist Jarr sought to siphon energy from Earth and rule what was left of his planet, but this scheme was ultimately stopped by his cousin,Tyrr.
First appearance: IRON MAN #51

Beliath

Type: Alien world possibly a mystic realm
Environment: Unknown
Usual means of access: Magic
Dominant lifeform: The "Fire-Beasts" of Beliath
Prominent Inhabitants:
Comments: This world has not yet been seen. Once a creature from that world was summoned to Earth, and quickly returned to its own realm via a mystic circle similar to. the type of circle used by Illyana Rasputin. This suggests that "Beliath" may be connected in some way to Belasco's "Limbo." First appeamnce: MARVEL TEAM-UP #125

Beyond

Type: Alien world
Environment: Unknown
Usual means of access: Presumably vibrational attunement
Dominant lifeform: The Beyonder
Prominent Inhabitants:
Comments: Beyond our own reality lies the universe of the Beyonder-a reality embodied by a single sentient being. When the Beyonder learned of the existence of our universe-a reality filled with innumerable sentient beings-he became curious and decided to investigate, leading to the events of the Secret Wars, and Secret Wars II.
First appearance: (mention) MARVEL SUPER HEROES SECRET WARS #1, (glimpse) SECRET WARS II

Biphasia

Type: Alien world
Environment: Earthlike, but with significant difference
Usual means of access: Magic
Dominant lifeform: Humanoid
Prominent Inhabitants:Paingloss, Grithstane, the Half-Queen
Comments: Biphasia is a world divided into realms of darkness and light. The balance between the two realms is sustained by Delandra, the Half-Queen, who Sits upon her throne, mute and motionless, between the two realms. In some sense, Biphasia is a mystic realm, but magic does not dominate that reality, so it is better classed as an alien world.
First appearance: GIANT-SIZE WEREWOLF #5

The Black Sea

Type: Alien world
Environment: Essentially Earthlike
Usual means of access: Magic
Dominant lifeform:Human
Prominent Inhabitants: Tuval the Mind- Master Turalla, Tuvia
Comments: The "Black Sea" is another-dimensional realm inhabited by a people who were, at one time, the rulers of the Sub-Mariner's Atlantis until religious persecution drove them to seek a new home in another dimension. It is not known whether this race of telepaths is native to Earth or came to Earth from some other realm.
First appearance: SUB-MARINER #40

Citadel of Silence

Type: Mystic realm
Environment: Essentially Earthlike
Usual means of access: Magic
Dominant lifeform: None
Prominent Inhabitants: None
Comments: The Citadel of Silence is an uninhabited city hovering "on the abyss between the What-Has-Been and the Never-Shall-Be". As such, it bears a striking resemblance to the Realm of the Beasts, but there is no evidence indicating the it is the same place.
First appearance: AVENGERS ANNUAL #1

Crimson Cosmos

Type: Mystic realm
Environment: Alien
Usual means of access:Magic
Dominant lifeform: None
Prominent Inhabitants: None known
Comments: The Crimson Cosmos is a world that exists in some sense within the ruby gem-stone that created the Juggernaut. It was create by the evil demon Cyttorak in part to house the prototype gemstone, and in the past has served ass prison of timeless silence for the Juggernaut himself.
First appearance: X-MEN #33

Crystalium

Type: Alien world
Environment: Earthlike
Usual means of access: Magic
Dominant lifeform: Human
Prominent Inhabitants: Cryatar Moltar Feldspar
Comments: Crystalium is a world that for an as-yet-unrevealed reason seems to be of critical importance to powers of Order and Chaos. In the most recent conflict, opposing forces for the city of Galax were transformed into creatures of crystal and lava, to serve Order and Chaos, respectively.
First appearance: CRYSTAR #1

The Dark Dimension

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant Lifeform: Humanoid, but varied in appearance
Prominent inhabitants: Dormammu, Umar, Clea
Comments: The Dark Dimension is a synthesis of realities merged by mystic means into a single domain. This process of merging realities came to a stop when the realm of the Mindless Ones was joined to the Dark Dimension (though Dormammu later attempted on one occasion to use the power of the Evil Eye to bring Earth into his domain). By its nature, the Dark Dimension is a very fluid reality, consisting of pockets of stability within a more chaotic whole.
First appeamnce: STRANGE TALES #126

Dark Realm of the Fomor

Type: Mystic realm
Environment: Essentially Earthlike
Usual means of access: Magic
Dominant lileform: Humanoid
Prominent Inhabitants: Elathan, Cethlann, Bres, Balor
Comments: The Dark Realm on the opposite side of the Isle of Avalon was inhabited during the 12th century by a race of demon-like creatures known as the Fomor When human beings came to Avalon, they unwittingly provided the means for the Fomor to come to Earth. With the assistance of the Avengers, the Fomor were driven back, and only one-the Fomor named Bres-was able to pierce time as well as space and come to the 2Oth century. The current status of the Dark Realm, in the 20th century, remains unknown.
First First Appearance: AVENGERS #225

Death Dimension

Type: Astral realm
Environment: Alien
Usual means of access: Death
Dominant Lifeform: Not applicable
Comments: The Death Dimension is away-station of sorts for the spirits of those who have suffered physical death, but whose souls have not been claimed by any of the various "Afterlife's" of the Marvel Universe. The Death Dimension Is referred to by that name In MARVEL FANFARE #6, but the existence of such a place Is hinted at on several different occasions In Marvel comics, using such euphemisms as the "Land of Shades," the "Realm of Shadows," and the like. The "Dimension of Death" Balder visited In THOR #177 is, however, not the same place.

Demon Realm

Type: Alien world
Environment: Alien
Usual means of access: Magic
Dominant Lifeform: "Demons"
Prominent inhabitants: Vera Gemini, Belathauzer
Comments: The Demon Realm is a universe composed primarily of solid matter, containing very little empty space. Physical laws are almost entirely reversed, which makes the domain inimical to life from our world. The inhabitants of the Demon Realm have ambitions of coming to Earth to rule it, and work through human agents to accomplish that goal, but they have been thwarted thus far (see Demons in the main text).
First appearance: DEFENDERS #56

Dimension Z

Type: Alien world
Environment: Earthlike
Usual means of access: vibrational attunement
Dominant lifeform: Humanoid
Prominent inhabitants: The Living Eraser; Roween
Comments: "Dimension Z" is inhabited by a techonologically-oriented, green-skinned humanoid race that never developed atomic energy. On a number of occasions, efforts were made to steal technology from Earth, but those efforts have been thwarted.
First Appearance: TALES TO ASTONISH #49

Dimension Zero

Type: Alien world
Environment: Alien
Usual means of access: vibrational attunement
Dominant Lifeform: Monstrous non-sentients
Comments: "Dimension Zero" is distinguished by an environment consisting of free-floating chunks of matter Large and ferocious lifeforms have been encountered there, which suggests that there may be smaller lifeforms upon which the greater beasts prey, but no such smaller lifeforms have been seen.
First Appearance: CAPTAIN AMERICA #202

Dinosaur World

Type: Alternate Earth
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant lileform: Mammals and dinosaurs co-exist
Prominent inhabitants: Devil Dinosaur, Moon-Boy
Comments: This Is a world in which the dinosaur never became extinct, and man was slow to evolve socially. in MARVEL TWO IN ONE #73, Roxxon Oil was revealed to have discovered the existence of this world and was attempting to utilize its vast resources of oil
First Appearance: DEVIL DINOSAUR #1

Dream Dimension

Type: Astral realm
Environment: Alien
Usual means of access: Dreams, or astral projection
Dominant Lifeforms: Nightmare
Comments: The Dream Dimension Is literally a manifestation of the collective psyche of mankind. Here, the dreams of man take on a sort of Independent life of their own and are ruled. by the malicious entity known as Nightmare, a sworn foe of the more rational processes of the mind (see Nightmare in the main text).
First Appearance: STRANGE TALES #110

Duckworld

Type: Alternate Earth
Environment: Earthlike
Usual means of access: Magic
Dominant Lifeform: Humanoid animals
Prominent inhabitants: Howard the Duck, Ducktor Strange
Comments: Although mention has been made of other intelligent species inhabiting this world, and images of intelligent dogs and mice were once glimpsed, the dominant species on Duckworld seems to be ducks (see Howard the Duck).
First Appearance: HOWARD THE DUCK MAGAZINE #6

Earth-Squadron

Type: Alternate Earth
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant lifeform: Human
Prominent inhabitants: The Squadron Supreme, Professor Imam
Comments: The world of the Squadron Supreme is very much like the Earth of the Marvel Universe. One significant difference is that on Earth-Squadron superhuman beings are not as common as they are on Marvel-Earth. The United States of America on Earth-Squadron has differently named cities and states (see Squadron Supreme in the main text).
First Appearance: AVENGERS #85

Feng-Tu

Type: Mystic realm
Environment: Seemingly Earthlike
Usual means of access: Physical death
Dominant lifeform: Human souls
Comments: Feng-Tu, in Chinese legend, is the realm of the dead, the place where spirits go to await rebirth in the next cycle of being.
First appeamnce: DEADLY HANDS OF KUNG-FU #19

"Fifth Dimension"

Type: Alternate Earth
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant Lifeform: Blue-skinned humans
Prominent inhabitants: Phineas, Valeria, Zemu
Comments: This Is a technologically oriented world. When it was ruled by the tyrant Zemu, the "Fifth Dimension" laid plans to Invade Earth, but those plans were foiled by the Human Torch.
First Appearance: STRANGE TALES #103

Flatworld

Type: Alien world
Environment: Earthlike, but with flattened terrain
Usual means of access: vibrational attunement
Dominant Lifeform: Huge stomping beasts
Comments: This world is inhabited by gigantic creatures that have, over the eons, stomped the terrain level.
First Appearance: FANTASTIC FOUR #57

"Fourth Dimension"

Type: Alien world
Environment: Essentially Earthlike
Usual means of access: Vibrational attunement
Dominant Lifeform: Humanoid
Prominent inhabitants: Mercurio
Comments: The "Fourth Dimension" is a world that somehow became reversed in polarity-stars turned black and the sky a brilliant white-and began to die. In desperation, the people of that world sent an emissary to Earth to steal our planet's magnetic field In the hope that this would stabilize their existence, but that plan was foiled by Thor (see Appendix: Morcurlo).
First appearance: THOR #206

Fragmented America

Type: Alternate Earth
Environment: Earthlike
Usual means of access: Magic
Dominant Lifeform: Human
Prominent inhabitants: The Black Lama, Baron Rockier
Comments: In this reality, the land area that comprises the United States in our world was never organized into a political unit The culture is European, with small principalities and kingdoms (see Appendix:Black Lama).
First appearance: IRON MAN #80

The Gorge

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant Lifeform: Unknown
Prominent inhabitants: The Omnos,
Comments: The Gorge is a mystic realm in which a man who desires to do so may confront hidden truths regarding his own soul.
First appearance: IRON MAN #195

Hades

Type: Mystic realm
Environment: Hellish
Usual means of access: Magic
Dominant lifeform: Demons
Prominent inhabitants: Pluto, Persephone
Comments: This is the underworld of the Olympians, where the dead spent eternity (see Olympus, Pluto).
First appearance: THOR #130

The Halls of Fear

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant Lifeform: Not applicable
Prominent inhabitants: The Dweller in Darkness, D'Spayre
Comments: The Halls of Fear are the home of the Dweller in Darkness, who is an embodiment of the collective fear of all mankind. Other related conceptual entitles such as D'Spayre will often journey to the Halls of Fear while the Great Fear himself sleeps, and draw upon his power to supplement their own (see D'Spayre). First appearance: DOCTOR STRANGE #32

Hel

Type: Mystic realm
Environment: Hellish
Usual means of access: Magic; also accessible directly from Asgard through certain cavernous portals
Dominant Lifeform: The dead of Asgard
Prominent inhabitants: Hole, Nanna
Comments: Among the gods of Asgard, those who do not go to Valhalla upon their death are consigned to Hole's realm. For a time, Hole even ruled Valhalla but Odin eventually reclaimed that realm from her (see Asgard, Hole).
First actual Appearance: THOR #176 (where it Is referred to as the 'See of Eternal Night)

Heliopolis

Type: Mystic realm
Environment: Alien
Usual Means of access: Magic
Dominant Lifeform: Egyptian gods
Prominent inhabitants: Horus, Seth, other Egyptian gods
Comments: Heliopolis is the home of the gods of ancient Egypt. To mortal eyes, the realm seems to take the form of a golden path through space.
First Appearance: THOR #240

Hell

Type: Mystic realm
Environment: Hellish
Usual means of access: Magic
Dominant Lifeform: Demons
Prominent inhabitants: Mephisto, Satan, Satannish, various other demonic entities
Comments: There are several different versions of Hell in the Marvel Universe, each ruled by a different entity who represents some aspect of evil. At the moment of death, the souls of certain evil human beings are drawn into one of these domains, there to suffer the torments of the damned.
First appearance: (of Mephisto's realm): SILVER SURFER #3

"Here" and "There"

Type: Alien world
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant Lifeform: Humanoid creatures with animalistic characteristics
Comments: This is estrange world vaguely reminiscent of the world of some of the Dr. Seuss children's books.
First appearance: DEFENDERS #115

Hulk-Worlds

Type: Alien worlds
Environments: Mostly Earthlike
Usual means of access: Vibrational attunemont (in the Hulk's case, through mystic moans)
Dominant Lifeforms: Humanoid, where applicable
Comments: During the period the Hulk spent banished to a crossroads of realities, he came into contact with many different worlds. Those included:
ACID-RAIN WORLD: in INCREDIBLE HULK ANNUAL #13
BARREN WORLD: in INCREDIBLE HULK #307
BURNING WORLD: in INCREDIBLE HULK #302
DANIEL DECYST'S WORLD: in INCREDIBLE HULK #309
DEMONWORLD OF THE N'GARAI: in INCREDIBLE HULK #308
DESERT WORLD: in INCREDIBLE HULK #307
DEVIL WORLD (of a giant, blue, horned creature): in INCREDIBLE HULK #313
FROZEN WORLD: in INCREDIBLE HULK #302
FURRY BLUE PEOPLE WORLD: in INCREDIBLE HULK #307
GLOB WORLD OF FLOATING things: in INCREDIBLE HULK #313
IDOLWORLD: In INCREDIBLE HULK #313
MISTWORLD: in INCREDIBLE HULK #307
QCTOPOD WORLD: in INCREDIBLE HULK #313.
PARADISE AND THE CITY OF DEATH: In INCREDIBLE HULK #302
POISONED WORLD OF SPINE CREATURES: in INCREDIBLE HULK ANNUAL #13
PURPLE GIANT WORLD: in INCREDIBLE HULK #301
PURPLE WORLD OF EXILE: in INCREDIBLE HULK #304
QUICKSAND WORLD: in INCREDIBLE HULK #305
RADIATION MONSTER WORLD: In INCREDIBLE HULK #305
ROBOT WORLD: in INCREDIBLE HULK #313
SKYSHARK WORLD: In INCREDIBLE HULK #313
SWAMP WORLD: in INCREDIBLE HULK #313
TOAD WORLD: in INCREDIBLE HULK #313
VACUUM WORLD: in INCREDIBLE HULK #305
WAR WORLD: In INCREDIBLE HULK #313
WATER WORLD: in INCREDIBLE HULK #301
WIND WORLD: in INCREDIBLE HULK #305
YELLOW DWARFWORLD: In

INCREDIBLE HULK #313
Special note: The names assigned here to these worlds are arbitrary since no names appear in the Accounts. Some of these worlds may have been aeon elsewhere (the Skyshark world, for example, may be Ouarl), but no evidence to that effect Is provided.

Ice World of Ikthalon

Type: Mystic realm
Environment: Alien
Usual means of Access: Magic
Dominant Lifeform: Ice demons
Prominent Inhabitant: Ikthalon
Comments: Ikthalon Is an embodiment of man's tendency to resist change, and thus represents frozen stagnation. His icy realm has been mentioned, but thus far has not been seen.
First mention: MARVEL SPOTLIGHT #14

Jakar's World

Type: Alien world
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant Lifeform: Humanoid
Prominent Inhabitants: Jakar, Kari-Le
Comments: When a galactic plague struck down all other sentient beings in his reality the being known as Jakar came to our world seeking a means to revive his people using the life essences of Earth's children. But when Captain America forced him to face the evil of what ho planned, Jakar realized that his goals wore wrong, and his world remains a universe devoid of intelligent life. First appearance: CAPTAIN AMERICA #150

Jotunheim

Type: Mystic realm
Environment: Earthlike
Usual means of Access: Magic
Dominant Lifeform: Giants
Comments: Jotunheim Is the realm of the giants, sworn enemies of the gods.
First appearance: JOURNEY INTO MYSTERY #112

Kaa

Type: Microworld
Environment: Earthlike
Usual mean. of access: Shrinking
Dominant Lifeform: Green-skinned humanoids
Prominent inhabitants: Jarella, Holi, Moli, Visis
Comments: In this world, the remnants of a lost science Co-Exist with magical disciplines. The world has reverted largely to barbarism, but outposts of culture still remain. For a time, when ho possessed Bruce Banner's mind, the Hulk ruled this world beside his beloved Jarella, but Jarella is dead, and the Hulk has returned only on one occasion since her death.
First Appearance: INCREDIBLE HULK #140

Kalahia

Type: Alien world
Environment: Earthlike
Usual means of access:Vibrational attunement
Dominant lifeform: Humanoid
Prominent inhabitants: Bruce Dickson (the Thin Man), Olalia
Comments: Early In 1940, Dr. Bruce Dickson became lost on an expedition to conquer the peak of the Himalayans Mount Kalputhia, and stumbled through a cave mouth Into the other-dimensional world of Kalahia. That world was Inhabited by a race of scientists who has mastered the secrets of six-dimensional reality After studying their work for a time, Dickson returned to our world to fight crime (and Nazis) during ~ War II as the Thin Man. What has become of Kalahia since the 1940s remains unknown.
First Appearance: MYSTIC COMICS #4 (1940)
First Modern Appearance: MARVEL PREMIERE #29

Katharta

Type: Alien world
Environment: Earthlike
Usual means of Access: Magic
Dominant Lifeform: Human
Prominent Inhabitants: Korrek, Mortak, Klonus
Comments: Katharta is an archetypal world of barbarism and sorcery In ADVENTURE INTO FEAR #19, the warrior-prince Korrek was plucked from Katharta to aid the Man-Thing against the power of Thog.
First actual Appearance: GIANT-SIZE MAN-THING #3

Kingdom of Tazza

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant Lifeform: Humanoid
Prominent Inhabitants: Tazza
Comments: During Doctor Strange's quest to rescue Clea from the nether dimension to which Dormammu had banished her, he was lured to the twilight kingdom of Tazza-a land ruled by a paranoiac iac who delighted in stealing the souls of heroes who visited his realm and keeping their immobile bodies on display. The Kingdom of Tazza bears a great resemblance to Dormammu's Dark Dimension, but does not seem to be connected to it.
First appearance: STRANGE TALES #144

Kismet

Type: Mystic realm
Environment: Alien
Usual means of access: Metaphysical
Dominant lifeform: Not applicable
Comments: Kismet may not in fact exist in any physical sense. When it was seen by Adam Warlock, it seemed to be a metaphysical representation of several different possible destinies among which Adam Warlock was able to choose Presumably every individual has his own personal Kismet, and while his choices may not be as clear as Warlock's, such choices are made every moment of his life.
First appearance: WARLOCK #11

Kobar

Type: Alien world
Environment: Earthlike
Usual means of access: Magic
Dominant lifeform: Human
Prominent inhabitants: Chaynn, Tymon Comments: Kobar is a world in which so sorcery has been developed, but science remains primitive. The wizard Tymon dl covered the existence of Earth, and the we lord Chaynn was interested in the possibility of attacking our world, but when the destructive nature of Earth's nuclear weaponry was revealed to them in DOCTOR STRANGE #70, they were discouraged.
First appearance: DOCTOR STRANGE #65

K'un-L'un

Type: Alien world
Environment: Essentially Earthlike
Usual means of access: Magic
Dominant lifeform: The H'ylthrl
Prominent inhabitants: Master Khan, vu Ti, Lei Kung
Comments: While humanoid beings maintain a tentative presence in K'un-Lun, the dominant lifeform on the planet is actually sentient plant-form known as the H'ylthr K'un-L'un, in Chinese legend, is a home of gods. intact the city is populated by descendants of an alien race who crashed there long ago end were unable to leave. It was in K'un-Lun that Daniel Rand received the training and power that enabled him to become Iron Fist, First appearance: MARVEL PREMIERE #15

Land of Shades

Type: Mystic realm
Environment: Essentially Earthlike
Usual means of access: Magic
Dominant lifeform: Unknown
Comments: this was the realm to which the gods of Olympus were banished when their Promethean flame was extinguished by Typhon. What relation this "Land of Shades" may have to the Greek underworld of Hades remains unclear (sea Pluto: Base of operations).
First appearance: AVENGERS #49

Land Within

Type: Alien world
Environment: Earthlike, but confined
Usual means of access: Magic
Dominant lifeform: Humanoid cat-creatures
Comments: This is the dimensional prison to which most of the sorcerously created cat-people were banished soon after their creation. The Land Within is creation a few centuries ago. Extremely overpopulated, and the rulers of the cat-people there continually seek means by which the crowded conditions may be relieved.
First appearance: adventure INTO FEAR #22

Light Dimension

Type: Alien world
Environment: Alien
Usual means of access: Vibrational attunement
Dominant lifeform: Unknown
Comments: This is a dimensional reality filled with an abundance of photonic energy. it was discovered by lightmaster end seems to have been Instrumental in the creation of the new Captain Marvel (see Captain Marvel, lightmaster).
First appearance: AMAZING SPIDER-MAN #203

Limbo (real)

Type: Alien world
Environment: Subjectively perceived
Usual means of access: Vibrational attunement
Dominant lifeform: Not applicable
Primary Inhabitants: immortus, Tempus, Space Phantom
Comments: Limbo is a timeless realm in which all events happen simultaneously and nothing ever changes. Through it there is at least a theoretical possibility of reaching anytime period in any reality. Time travelers therefore, must pass through Limbo during their journey.
First appearance: AVENGERS #2

Limbo (Belasco's)

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant lifeform: Demons
Prominent Inhabitants: Belasco, S'ym, Illyana Rasputin
Comments: This "Limbo" is not the true Limbo of immortus, but rather a similar place in which time and distance can fold in upon themselves. When first seen, this realm was ruled by Belasco, but ho was eventually ox expelled from it, end control was assumed by Illyana Rasputin (see Belasco, Magik).
First appearance: X-MEN #160

Limbo (Rom's)

Type: Interdimensional space
Environment: Alien
Usual means of access: Vibrational attunement
Dominant lifeform: Dire Wraiths
Comments: This "Limbo" is also not the true Limbo, but rather a place of banishment to which Rom commonly sent Dire Wraiths. It is accessible from Limbo, and the Space Phantom has visited it (see Rom, Space Phantom, Alien Races: Dire Wraiths).
First appearance: ROM #1

Lockjaw's Food World

Type: Alien world
Environment: Alien
Usual means of access: Vibrational attunement
Dominant lifeform: Unknown
Comments: This alien dimension contains a plant-form which seems to be of importance to creatures that have a natural ability to traverse dimensions.
Both Lockjaw and the dragons of Rammatpolen (see-FANTASTIC FOUR ANNUAL #16) make use of it (see Lockjaw).
First appearance: FANTASTIC FOUR #56

Luminia

Type: Alien world
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant lifeform: Humanoid
Prominent inhabitants: Val-Larr, SharKhan
Comments: While Luminia is essentially Earthlike, it exists in a reality in which photonic energy is less prevalent than in Earth's reality hence it has been referred to as another Dark Dimension. Luminia itself is a bastion of light surrounded by darkness, and is defended by Val-Larr and his Solar Sword against the forces of Shar-Khan.
First appearance: IRON MAN #25

Mahkos And Elysia

Type: Alien world
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant lifeform: Human
Prominent inhabitants: Will-Killer, Sondia
Comments: This world is very similar in structure to Thundra's world of Machus and Femizonia, and may in fact be the same place. Here the women of Elysia are at war with the men of Mahkos (see Thundra).
First appearance:
MARVEL TEAM-UP #143

Megrim

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant lifeform: Unknown
Prominent inhabitant: Sombra
Comments: Every millennium or two Sombra the immortal queen of Megrim chooses a mate from among the most savage of warriors, and produces a child suffused with great power. The most recent offspring, Bzzk'joh, threatened the entire universe with his warped sense of humor until his pretensions were punctured by Howard the Duck (see Howard the Duck in the main text).
First appearance: HOWARD THE DUCK #22

The Microverse

Type: Microworld
Environment: Largely Earthlike
Usual means of access: Shrinking
Dominant lifeform: Human
Prominent inhabitants: Arcturus Rann, Marionette, Acroyear
Comments: The Microverse is a reality separated from Earth and bounded by a Spacewall that limits its volume. it was populated to a large extent by the descendants of men and women who, led by a man named Wayfinder, came originally from one of Earth's alternate futures.
First appearance: MICRONAUTS #1

Netherworld of Eternal Doom

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant lifeform: Unknown
Prominent inhabitants: The Demon of the Mask
Comments: Doctor Strange's quest to learn the Secret of Eternity brought him to this bizarre world ruled by a demon whose power enabled him to enslave his visitors.
First appearance: STRANGE TALES #136

Netherworld of Gulgol

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant lifeform: Not applicable
Prominent inhabitant: The Gulgol
Comments: Although his own mystic realm has not yet been glimpsed, the Gulgol himself is known to be a potent enemy of Nightmare (see Nightmare).
The Gulgol is a creature that never sleeps, and maybe a conceptual being who embodies man's instinct for savagery and self-preservation.
First appearance: STRANGETALES #122

Nirvana

Type: Mystic realm
Environment: Presumably Earthlike
Usual means of access: Magic
Dominant lifeform: Hindu gods
Prominent Inhabitants: Shiva, Vishnu, Brahms
Comments: Nirvana Is the highest plane of existence In the Hindu religion. In the Marvel Universe, Nirvana is the name of the home of the Hindu gods.
First appearance: THOR #301

Olympus

Type: Mystic realm
Environment: Earthlike
usual means of access: Magic
Dominant lifeform: Greco-Roman gods
Prominent Inhabitants: Zeus, Hercules, Venus, Ares
Comments:

First appearance: JOURNEY INTO MYSTERY ANNUAL #1

Ort-Beast

Type: Allen world
Environment: Alien
Usual means of access: Vibrational attunment
Dominant lifeform: Crystalline creatures
Comments: When first seen, this reality was reached through the Shadow Cloak of Devil Slayer. It may in fact be interdimensional space, but it is inhablted by strange crystalline beings.
First appearance: DEFENDERS #58

Other-Earth

Type: Alternate Earth
Environment: Earthuke
usual means of access:: Vibrational attunement
Dominant lifeform: Human
Prominent Inhabitants: Nathaniel Richards, Kang the Conqueror
Comments: This is a world In which the Dark Ages never happened. Science continued to progress, and man landed on the moon perhaps as early as a millennium age. Unfortunately war broke out between Earth and its lunar colony and the moon was destroyed. The debris plunged Earthward in time, and devastated civilization. Now with the help of Reed Richards's father, Nathaniel, Other-Earth seeks to rebuild.
First appearance: FANTASTIC FOUR #19
First identified as Other-Earth: FANTASTIC FOUR #272

Other Realm

Type: Alien world
Envinonment: Essentially Earthilke
Usual means of access: Magic
Dominant lifeform: Humanoid
Prominent inhabitants: Man-Wolf, Gorjoon, Arisen Tyrk
Comments: The Other Realm is a world in which certain physical laws differ wildly from those of Earth. The god-essence of that world was contained in a ruby gem-stone whIch, on Earth, had only a limited effect and transformed John Jameson into the Man-Wolf (see Jameson, John). But when Jameson went to the Other Realm he gained the full powers of a god.
First appearance: MARVEL PREMIERE #45

Otherwhere

Type: Alien world
Environment: Alien
Usual means of access: Vibratonal attunement
Dominant lifeform: Unknown
Comments: This Is the place to which excess mass is shunted, or from which extra mass Is gained when shrinking or growing using methods developed by Henry Pym. it seems to be a place in which matter exists only potentially rather than actually, and may In fact be a sidereal aspect of our own world rather than a dimension of its own.
First appearance: IRON MAN #194

Phaseworld

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Prominent inhabitant: Phaydra Lectra. Tempus
Comments: Phaseworid was a realm em- bodied In the essence of the sisters, Phaydra and Lectra, who ruled it. When Lectra was destroyed by the shattering of a mirror that reflected her soul, Phaseworld died along with her.
First appeamnce: DR. STRANGE ANNUAL#1

Planes of Pohldark

Type: Mystic realm
Environment: Alien
Usual mean of access: Magic
Dominant lifeform: Demonic creatures
Comments: The Planes of Pohi:lark are inhabited by hostile and aggressive creatures who once managed to break through Into our world when a mystic charlatan acollentally succeeded in opening a portartal. Fortunately, Doctor Strange was able to drive them back and close the dimensional warp.
First appearance: DOCTOR STRANGE #85

Planets Perilous

Type: Alien world
Environment: Alien
Usual means of access: Magic
Dominant lifeform: Unknown
Prominent inhabitants: Nebulos
Comments: The Planets Perilous were ruled by a mystic entity known as Nebulos, whose mystic Staff of Polar Power enabled him to steal sorcerous might. Eventually. Nebulos was slain by the Living Tribunal.
First appearance: STRANGETALES #161

Polemachus

Type: Alien world
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant lifeform: Human
Prominent inhabitants: Arkon, the Graybeard
Comments: Polemachus is a world surrounded by an energy field that provides light and life. In recent times the energy field became unstable, and it was discovered that massive influxes of energy from other dimensions were required in order to reenergize it Nuclear explosions on Earth provide adequate energy, but Arkon has sought ways to produce a more reliable source.
First appearance: AVENGERS #75

Purple Dimension

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant lifeform: Green-skinned humanoids
Prominent inhabitants: Aggamon
Comments: A mystic gemstone which remains in the possession of Doctor Strange provides access to the Purple Dimension of Aggamon. There, all others exist only to serve Aggamon's will, and intruders who are not slain are forced into Aggamon's service.
First appearance: STRANGE TALES #119

Quadriverse

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant lifeform: Humanoid
Comments: The Quadriverse is a realm populated by a race of beings created spontaneously, one at a time, at the very center of existence. As each one matures, he must leave his place and traverse the realms of the Quadriverse. If he survives, he may then join his fellow beings in a place of lasting peace and safety. Doctor Strange once escorted a young female through her trials.
First appearance: DOCTOR STRANGE #19

Quarl

Type: Alien world
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant lifeform: Humanoid
Prominent Inhabitants: RaknoT, Zartros, Saxtur
Comments: Quarl is an other-dimensional world inhabited by a wide variety of senttent humanoid beings. One group sought to conquer Earth, but opposition from other groups helped toil their plans. With the recent destruction of the Savage Land, it seerns unlikely that the Quarlians will be heard from again unless another portal between dimensions is found.
First appearance: KA-ZAR (1st series) #16

Quasi-Universe

Type: interdimensional space
Environment: Alien
Usual means of acess: Vibrational attunement
Dominant ilfeform: Not applicable
Comments: The Quasi-Universe was discovered through scientific means by Baron Brimstone, who learned that he could simulate magical efforts there by force of will
First appearance: MARVEL TEAM-UP #99

Rammatpolen

Type: Alien world
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant lifeform: Hudaks
Prominent inhabitants: Rat Dorn, Lalique
Comments: Under the guidance of the oracular Hudaks, worthy students from across many dimensions are brought to Rammatpolen to be trained to become Dragon Riders. The Dragon Riders link symbolically with sentient dragons who have the ability to traverse time and space, and are entrusted with the task of guarding the time stream against evil.
First appearance: FANTASTIC FOUR ANNUAL#16

Realm of the Beasts

Type: Alien world
Environment: Essentially Earthlike
Usual means of access: Magic
Dominant lifeform: None
Comments: This world was very much like Earth until all other life was extinguished with the coming of the seven Great Beasts, Kariooq, Tundra, Ranaq, Tolamaq, Somon, Kolomaq, and Sasquatch. The Great Beasts sought to come to Earth thereafter, but were driven back. in recent times, through the efforts of Snowbird and the rest of Alpha Flight. the Great Beasts were seemingly destroyed.
First appearance: ALPHA FLIGHT #24

Realm of Madness

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant lifeform: Not applicable
Comments: Beyond the Nightmare World in the Dream Dimension lies the Realm of Madness, where one's greatest fears take on a tangible form. The Realm of Madness lies in some sense beyond the Dream Dimension, but can also be reached directly.
First appearance: DOCTOR STRANGE #68

Realm of Nothingness

Type: Mystic realm
Environment: Not appilcable
Usual means of access: Magic
Dominant lifeform: Not applicable
Comments: The "Realm of Nothingness" has been referred to by many different names, including the "Realm of Non-Existence," and "Limbo," or "Oblivion." it exists (if it can be said to exist at all) beyond reality. What becomes of those who enter this realm remains unknown; it may be that they simply cease to exist.
First appearance: STRANGE TALES #155

Realm of the Shadow Queen

Type: Alien world
Environment: Earthllke
Usual means of access: Magic
Dominant lifeform: Human
Prominent Inhabitants: Silver Fox, Shialmar
Comments: The realm of the Shadow Queen was a land ruled by servants of the N'Garai until Doctor Strange exorcised the evil from the Shadow Queen's soul.
First appearance: DOCTOR STRANGE #42

Realm of the Undying Ones

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant lifeform: Demonic creatures
Prominent Inhabitants: The Nameless One, various Undying Ones
Comments: This is a realm of banishment to which demons known in legend as the Undying Ones were sent Their leader, the Nameless One, seeks to return to Earth, but thus far his efforts have been thwarted
First appearance: SUB-MARINER #22

"Reverse Dimension"

Type: Alien world
Environment: Earthlike
Usual means of access: Dimensional attunement
Dominant lifeform: Unknown
Prominent Inhabitants: None
Comments: This dimension was a world in which natural laws were slight changed: for example, cause and effect were reversed. Thor knew of its existence, so there may be some connection with Asgard.
First appearance: AVENGERS #16

Rome-World

Type: Alternate Earth
Environment: Earthlike
Usual means of access: Magic
Dominant lifeform: Human
Promiment Inhabitants: None
Comments: In this alternate world the Roman Empire never fell. It has basically the same technology as our world but the political system is very different.
First appearance: DOCTOR STRANGE #46

Runestaff Dimension

Type: Mystic realm
Environment: Alien
Usual means of access: Magic enchantment
Dominant lifeform: Apparently none
Prominent Inhabitants: No permanent inhabitants
Comments:The Runestaff Dimension is a pocket universe within which the souls and bodies (but not minds) of those sentient beings whose knowledge is absorbed by the Runestaff are transported. The Runestaff's primary wielder; Kamo Tharnn the Possessor, trapped hundreds of beings in this dimension, where they existed without consciousness for untold years. They were then mystically transferred into Tharnn's own body, and released through the efforts of the Asgardians Thor and Sit (see Sif, Thor). Thor's mortal paramour Jane Foster was among the beings once trapped. The Runestaff dimensional topography is subject to the wielder.
First appearance: ThOR #335

S'ahra-Sharn

Type: Alien world
Environment: Earthlike
Usual means of access: Magic
Dominant lifeform: Human
Prominent Inhabitants: Ouan-St'ar, ShaiTahn, Cybelle
Comments: S'ahra-Sharn is a sister city to Kun-Lun, but unlike K'un-Lun, where order and obedience are considered the highest ideals, S'ahra-Sharn is a place where individual passions are placed above the needs of the whole.
Thus, in the view of K'un-L'un, S'ahra-Sharn is a city of darkness and evil.
First appearance: MASTER OF KUNG FU ANNUAL #1

Saku

Type: Alien world
Environment: Essentially Earthilke
Usual means of access: Vibrational attunement
Dominant lifeform: Blue-skinned humanoids
Prominent inhabitants: Desinna; Tarros
Comments: Saku is described as a world in which our dimension of time corresponds to a linear dimension. Thus, merely by traversing a linear distance, a traveler from Saku may emerge on Earth many years before or after an earlier visit.
First appearance: GIANT-SIZE SPIDERMAN #3

Sandt

Type: Alien world
Environment: Earthlike
Usual means of access: Magic
Dominant lifeform: Humanoid
Prominent Inhabitants: Mongu
Comments: Sandt is a world of barbarism and sorcery, with a political System much like that of ancient Rome. Gladiatorial combat and spectacle are commonplace.
First appearance: ADVENTURE INTO FEAR #14

Shadow Realm

Type: Alien world
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant lifeform: Humanoid
Prominent inhabitants: Warlord Kas, Mister E
Comments: Although the Shadow Realm has been referred to euphemistically as being on "the far side of the Sun," in fact it occupies the same space as Earth in another dimension. Inhabitants of that world who come to Earth have learned to transform themselves into negative images, appearing as living Shadows.
First appearance: MARVEL SPOTLIGHT (2nd Series) #4

Shazana's Realm

Type: Mystic realm
Environment: Alien

Usual means of access: Magic
Dominant lifeform: Humanoid
Prominent inhabitants: Shazana, her unnamed half-sister
Comments: This mystic realm is ruled by the usurper Shazana, who toppled her half- sister and seized control. Doctor Strange briefly set matters to right there, but Shazana again gained power and rules her realm to this day.
First appearance: STRANGE TALES #133

"Sixth" Dimension

Type: Mystic realm
Environment: Alien
Usual means of access: Magic
Dominant lifeform: Humanoid
Prominent inhabitants: TIboro
Comments: The "Sixth' Dimension is ruled by Tiboro. an alien being who once held sway over large portions of South America. In recent years, Tiboro has sensed that Earth approaches a point of cnsis, and he intends to return to our world to rule again when civilization tails. He has been opposed by Earth's sorcerer supreme Dr. Strange.
First appearance: STRANGE TALES #129

Slaveworld

Type: Alien world
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant lifeform: Humanoid lizard-like creatures
Prominent inhabitants: Kulla
Comments: When the warlord Kulla sought to develop weaponry with which he might conquer his world, he kidnaped and enslaved Earth scientists, Unfortunately, he made the mistake of kidnaping Henry Pym, and as the Ant-Man Pym helped ruin Kulls's plans.
First appearance: TALES TO ASTONISH #41

Sominus

Type: Mystic realm
Environment: Earthlike
Usual means of access: Magic
Dominant lifeform: Inapplicable
Prominent inhabitants: Thog
Comments: Sominus is a realm of eternal warfare ruled by the nether-demon Thog. From all across the dimensions, Thog gathers soldiers and the weapons of war, and pits them against each other in mindless battle
Often his games also take a more subtle form, but conflict is Thog's sole reason for existence.
First appearance: ADVENTURE INTO FEAR #13

Spotworld

Type: Alien world
Environment: Alien
Usual means of access: Vibrational attunement
Dominant lifeform: Unknown
Comments: Spotworld may in fact be an interdimensional space. Here, distance is quantized randomly, and points that may appear to our perceptions to be some distance removed are in fact adjacent. Thus, by moving through one black "spot, one may emerge through another spot" in an entirely different location. The criminal called the Spot used this dimension to teleport.
First appearance: SPECTACULAR SPIDER-MAN #98

Stormworld

Type: Alien world
Environment: Alien
Usual means of access: Vibrational attunement
Dominant lifeform: Unknown
Comments: This hostile world is laced with constant electrical storms. The animal life which inhabits it engages in a constant struggle for survival, and most life forms seem to be carnivorous. Nebulon briefly banished Dr. Strange, Power Man, and the Red Guardian there.
First appearance: DEFENDERS #38

Sub-Atomica

Type: Micro-World
Environment: Earthlike
Usual means of access: "Shrinking"
Dominant lifeform: Humanoid
Prominent inhabitants: Psycho-Man, Pearta
Comments: Sub-Atomica is not the Micro-verse of the Micronauts (though Psycho- Man did visit the Microverse on one occasion). Sub-Atomica is a separate realm first visited by Doctor Doom, later by the Fantastic Four. In FANTASTIC FOUR ANNUAL #5, the Psych~Man, a scientist from SubAtomica, visited Earth.
First appearance: FANTASTIC FOUR #16

Sub-Space

Type: interdimensional space
Environment: Alien
Usual means of access: Vibrational attunement
Dominant lifeform: Unknown
Comments: Sub-space is a sidereal realm in which distance is compressed enormously. Through the expedient of warping into sub-space. faster-than-light travel can be achieved without directly violating principles of relativity. A journey through subspace can be extremely dangerous, since the slightest miscalculation could put the traveler into the heart of a star when he warps back into his own reality. Reed Richards' initial investigations into the mysteries of sub-space lead him to the discovery of the Negative Zone. Sub-Space is also called Hyperspace.
First appearance: FANTASTIC FOUR #37

Tagak's World

Type: Alien world
Environment: Earthlike
Usual means of access: Vibrational attunement
Dominant lifeform: Humanoid
Prominent inhabitants: Tagak, Ouothar
Comments: Little is known about this world, other than the fact that life forms seems to be similar to those on Earth It is possible that Tagak's world is Crystallium, since it contains crystalline building structures.
First appearance: DAREDEVIL #72

Ta-Lo

Type: Mystic realm
Environment: Earthlike
Usual means of access: Magic
Dominant lifeform: Chinese gods
Prominent inhabitants: Yu-Huang. other Chinese gods
Comments: Ta-Lo is the heavenly realm of the Chinese gods. What relation Ta-Lo may once journeyed there to obtain energy to revive the Asgardians
First appearance: THOR #301

Terragonia

Type: Microworld
Environment: Earthlike
Usual means of access: Shrinking
Dominant lifeform: Humanoid
Prominent inhabitants: Shamu-Shan Kronak
Comments: Terragonia is a land of barbarism and sorcery that was ruled by an outlands tyrant named Kronak until the Hulk visited and overthrew him.
First appearance: INCREDIBLE HULK #201

Therea

Type: Mystic realm
Environment: Earthlike
Usual means of access: Magic
Dominant lifeform: Zokk, Mattra Doggods
Comments: Therea is a land of peace and tranquility, in many ways the opposite of Sominus. It is ruled by twin gods who take on the form of man's friend, the dog. Korrek the Barbarian worships the gods of this reality. Some of the war fomented by Thog the Nether-Spawn and his "Congress of Realities" was fought here.
First appearance: MAN-THING (1st Series) #1

TunnelWorld

Type: Alien world
Environment:Earthlike
Usual means of access: Magic
Dominant lifeform: Various humanoid species
Prominent inhabitants: Aeroika, Ytitnedion, Xhoohx
Comments: Tunnelworld is a realm in which outer space appears to be solid and the inhabitable surtaces are long tunnels snaking through the solid matter. Tunnel- world was threatened by the magic of an evil entity known as the "Unnameable" until the combined might of the Defenders defeated him.
First appearance: DEFENDERS #71

The Un-Place

Type: interdimensional space
Environment: Alien
Usual means of access:Vibrational attunement
Dominant lifeform: Unknown
Comments: This is a realm of banishment to which the Inhumanoids have been known ,to sentence renegade members of their society. It is believed that nothing exists in this realm, hence Its name, the "Un-Place." It is not known who discovered it or how.
First appearance: INCREDIBLE HULK ANNUAL#1

Weirdworld

Type: Mystic realm
Environment: Essentially Earthlike
Usual means of access: Magic
Dominant lifeform: Dwarves
Prominent inhabitants: Tyndall. Velanna, Mud-Butt
Comments: Weirdworld is a realm of magic inhabited by many different races, the most common of which seem to be dwarves. Weirdworld has only been abserved in the chronicles of Tyndall the elf.
First appearance: MARVEL SUPER-ACTION #1

What If? Worlds

Type: Alternate Earths
Environment: Earthlike
Usual means of access: Presumably through vibrational attunement
Dominant lifeform: Human
Prominent inhabitants: Various doppelgangers of Marvel-Earth denizens
Comments: Various alternate Earths where events diverged at critical points in history have been glimpsed. So far about fifty of these such Earths have been observed, although theoretically they are limitless In number. It is behind the scope of this book to list them all. The only world that has been visited by denizens of the mainstream Earth is an alternate Earth where Reed Richards became the Thing.
First appearance: WHAT IF #1

Zaar

Type: Alien world
Environment: Essentially Earthlike
Usual means of access:Vibrational attunement
Dominant lifeform: The Ludberdites
Comments: The aquatic Ludberdites of Zaar have developed a society devoted to the pursuit of peacefulness and the exercise of philosophy. When Nebulon the Celestial Man accidentally traveled to their dimension, the Ludberdites took him under their tutelage, and he determined that Earth could well use the insight of the Ludberdites to achieve lasting harmony.
Unfortunately, the methods Nebulon used discredited his ultimate goals, and the disillusioned Ludberdites abandoned Earth to return to their own dimension.
First appearance: DEFENDERS #34